

Command

ISSUE #6

JUNE 1976

Effective June 1st, my address will be:

D. Agosta
9 Finlay Place
Newark, N.J. 07106

This address will be good for at least the next three months. My new phone number will be (201) 374-4327.

I haven't received a boardman number for COM12 yet; I have written to Doug Beyerlein again and should have the number by next issue.

There have been quite a few NMR's this month. I have been informed that Charles Reinsel has quit all of the games in this zine for reasons unknown. I have replaced him in 1975IW, but I need a replacement for his blue position in the U.S. Diplomacy variant. Two other people have missed the past two moves in other games; if I don't hear from Bud Hunter and Tom Mateer within the next week, I will try to replace them in their games.

I have been forced to discontinue the Origins game due to lack of interest. Only two people have been sending in moves. All those involved have been sent refunds or placed in other games. I will not start another Origins game for a while.

Nuclear Destruction starts in this issue with seven entered. Those entered should send me a self-addressed, stamped envelope with their moves; I will not be using printed forms for this game, so be sure you use the example shown in the rules and supply me with all the necessary information when making your move. I have started each country with the same population.

I have had several more requests to allow the use of 'black' press in my games. As an experiment I will allow 'black' press in COM10 (1976V) only; this game has had more press than any of the others and the combination should prove interesting.

Finally, this issue may be a page short; I have been very busy packing and getting things ready for the move and I apologize in advance if this issue is below par. I will try and make it up next month.

LETTERS

Dear Dennis:

4/30/76

COMMAND #5 here the other day. I have a few words on the "Rule of 23" notion.

First of all, there is no probability whatever that this rule would ever be put into the Rules. There are several reasons for this:

1. The IDA has nothing to do with the Rulebook. Even if they did, in terms of possibly having some influence with those who do control the Rulebook, I doubt they would ever be convinced to adopt a favorable attitude toward a change which tends to be contrary to the intent of the Rules.

2. Avalon-Hill owns the game. Do you believe they would go to the expense of reprinting the Rules just to add that single change? No way. But even if they did, they could not. You see, their power over the Rulebook is not very great. When GRI owned the game, they were contractually prohibited from making changes in the Rules.

without consent of the inventor.

3. Allan Calhamer is the inventor, as you know. When the game was sold by GRI to AH, the same (or similar) contractual limitation was included. (Allan informed me that AH could make no changes in the Rules, but I imagine they could if he gave his permission.) Now, it took us years of talk and arguement to convince Allan that the Rulebook needed rewriting. Possibly he was waiting until all of the bugsmanifested themselves. Anyway, since 1971 he has regarded the Rules as pretty much definitive. I doubt he will ever agree to having them rewritten again, unless a whole series of major problems dictates the necessity of doing it. Obviuosly, this proposal deals with no problem at all, but is simply a change some people feel would be felicitous.

Second, I disagree that there is any good to be accomplished by this ruling. It allows a power which is 11 units large to be excluded from a draw. I don't consider that fair or in any way useful.

Furthermore, the Rulebook specifically states that all the surviving players participate equally in a draw. While I may dispute that notion with regard to somebody who has 1 unit, it is self-evident in the case of eleven.

Finally, I see this proposal as being manifestly unfair. Games can occur, and do occur, in which one player has 11 units and of the other 6, none has more than 5. This proposal tells me that the 6 minor players can suddenly agree that they are the winners, to the exclusion of the one player who has actualyy done twice as well as any of them. I'm sorry; I can't buy that. If they realyy want to win the game, then they can use their units and eliminate the 11-unit player if they can... but to allow them to declare a victory by a fiat of that sort: that's obscene.

Best,

Rod Walker

NEWS

The annual Dipcon Diplomacy tournament will be held at John Hopkins University, Baltimore, Maryland on Saturday, July 25th, from 2-7 PM and on

Sunday, July 25th, starting at 10 AM. The tournament will be included as part of the Origins II wargaming convention. Dipcon IX will be run by the I.D.A. and its president, Edi Birsan will officiate. Awards will be given for best performance for each country. For more information contact Edi Birsan, Apt. 302, 35-35 75th St., Jackson Heights, N.Y. 11372. For more information on Origins II contact Interest Group Baltimore, c/o Avalon Hill, 4517 Harford Rd., Baltimore, Md. 21214.

GAMES

1975IV COM1

Spring 1904

<u>England</u> (Kinsfather)	F Barents holds F Norway holds F Denmark holds A Berlin holds A Holland holds F Edinburgh holds F Irish Sea holds	NMR
<u>France</u> (Granville)	A Spain to Gascony F Portugal to Spain(SC) F Western Med holds A Marseilles to Burgundy A Paris S A Spain to Gascony A Belgium S A Mar to Burg	
<u>Germany</u> (Lagimoniere)	A Munich to Berlin (NSU) <u>A Burgundy holds*</u> (unordered) *retreat to Pic,Ruhr,Munich	
<u>Italy</u> (Emerick)	F Tuscany to Rome F Tyrrhenian S F Tus to Rome <u>F Albania to Greece</u> A Vienna to Bohemia A Trieste to Tyrolia	
<u>Austria</u> (Marino)	<u>F Naples to Tyrrhenian</u> <u>A Greece to Albania</u>	
<u>Russia</u> (Hunter**)	A Budapest holds NMR <u>A Rumania holds*</u> ret OTB F Sevastopol holds F Baltic holds F Berlin holds	
<u>Turkey</u> (Happel)	F Constantinople to Aegean F Black Sea to Rumania A Serbia S A Budapest A Bulgaria S F Bla Sea to Rum A Smyrna to Armenia	

** if Bud Hunter does not contact me within one week, Russia will be played by:

Daniel Mathias
7007-D Lachlan Circle
Towson, Md. 21239

Dan- please send in moves for Russia.

press:

(Naples) The Austrian government in exile declares the provinces of Naples and Apulia as the new Nation of Southern Italy, declaring it to be the rightful government of Italy. The new governments goal is the reunification of Italy under the one rightful government.

(Athens) The Austrian Army in Greece surrenders Greece to the Turkish government. Any other government entering does so illegally

(Athens,AP) Sultan Pascha is pleased to announce his betrothal to the beauteous Myrna Falschnamen. The future Sultanna Myrna bears a striking resemblance to a certain ex-queen of the People's Democracy of Bulgaria. Fall 04 due 6/20

1975IW COM2

Fall 1903

<u>England</u> (Lakofka)	F St. Petersburg (NC) holds F North Sea holds F Belgium to Picardy A Brest to Gascony <u>F Mid-Atl to Portugal</u> <u>F EngC S F Irish to Mid-Atl</u> <u>F Irish to Mid-Atlantic</u>
<u>France</u> (Young)	A Marseilles to Spain* <u>F Gasc S ITAL F Spa to M-Atl**</u> (NSO) <u>F Por S ITAL F Spa to M-Atl (NSO)</u> * retreat to Burgundy ** retreat OTB

<u>Italy</u> (Ragan)	A Piedmont to Marseilles F Gulf Lyon S A Pied to Mar <u>F Spa (SC) S ENG F M-Atl to Por</u> <u>A Venice to Trieste</u>
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<u>Russia</u> (Loomis)	A Moscow to Warsaw A Ukr S A Moscow to Warsaw <u>F Sevastopol holds*</u> * retreat OTB
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Germany
(Blank)

A Paris S ENG A Bre to Gas
A Silesia to Galacia
A Kiel to Livonia
A Warsaw S A Sil to Gal*
F Baltic C A Kiel to Liv
A Ruhr to Munich
* retreat Prus, Boh

Austria
(Birsan)

A Tyrolia to Trieste
A Budapest S A Ser to Rum
A Galacia S RUSS A Mos to War
A Serbia to Rumania
F Eastern Med to Aegean
A Greece S A Bulgaria

Turkey
(Reinsel)
(Bumpas)

A Armenia to Sevastopol
F Con S F Smyrna to Aegean
F Bla Sea S A Arm to Sev
F Smyrna to Aegean

Turkey is now being played by:

Jim Bumpas
948 Loraine Ave.
Los Altos, CA 94022

press:

(Moscow) Take it in a little here, let it out a little there.

Supply Center count:

<u>Eng</u>	3 home, NOR, BEL, BRE, STP	(7) constant
<u>Fr</u>	<u>PAR, MAR, SPA, POR</u>	(1) remove 1
<u>Ger</u>	3 home, HOL, DEN, SWE, <u>PAR</u>	(7) build 1
<u>Itl</u>	3 home, TUN, <u>SPA, MAR</u>	(6) build 2
<u>Aus</u>	3 home, SER, GRE, BUL, RUM	(7) build 1
<u>Rus</u>	MOS, WAR, <u>RUM</u>	(2) constant
<u>Tur</u>	3 home, SEV	(4) constant

German retreat and Winter 1903 builds are due: 6/9/76

1976F COM4

Spring 1902

<u>England</u> (Kerins)	F Norway holds <u>A Belg S GER A Bur</u> (NSO) F North Sea S A Belgium F London to English Channel F Liverpool to Irish Sea
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<u>France</u> (Marinello)	A Marseilles holds NMR A Paris holds A Picardy holds F Portugal holds A Spain holds
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<u>Germany</u> (Bumpas)	A Kiel to Ruhr F Holland to Kiel A Burgundy to Gascony A Munich to Burgundy A Denmark holds	<u>Austria</u> (Mateer)	<u>A Serbia holds*</u> NMR <u>A Trieste holds*</u> F Albania holds
<u>Italy</u> (Lagimoniere)	A Tyrolia to Piedmont A Venice holds F Ionian to Tunis	<u>Russia</u> (Marinello)	A Moscow holds NMR A Sevastopol holds A Ukraina holds A Warsaw holds F Rumania holds F Sweden holds
<u>Austria</u> (Anderson)	A Vienna to Tyrolia A Trieste S A Vienna to Tyr A Budapest S A Triest <u>A Serbia to Bulgaria</u> F Greece S A Serbia to Bul	<u>Turkey</u> (Young)	A Bulgaria to Serbia A Constantinople to Bulgaria F Ankara to Armenia F Bla Sea S F Ank to Arm
<u>Russia</u> (Young)	A Moscow to Ukraina A Sevastopol to Armenia <u>A Rumania to Bulgaria</u> A Armenia to Smyrna F Black Sea S A Rum to Bul F Sweden holds	press:	
<u>Turkey</u> (Hunter)	<u>A Bulgaria holds*</u> NMR A Constantinople holds F Aegean holds * retreat OTB	(London) The King of England is utterly amazed at the double-cross from the French King. Some ally! He wishes to express a desire for any alliance he can get.	
Fall 1902 moves are due 6/20/76 *****			
1976G	COM5	COM7	U.S. Diplomacy
Winter 2001 and Spring 2002			
<u>England</u> (Vanden Bos)	F North Sea to Norwegian Sea F English Channel to North S <u>A London S F Eng Ch to N S</u> impossible order	<u>Blue</u> (Reinhart)	A Penn holds NMR A N.J. holds A Kentucky holds
<u>France</u> (Anderson)	F Brest S F Por to Mid-Atl F Portugal to Mid-Atlantic A Paris to Picardy A Bur S GER A Ruhr to Bel A Spain to Gascony	<u>White</u> (Mathias)	build A New Hampshire A N.H. to Maine A Conn S New York A New York holds R.I. to Mass
<u>Germany</u> (Emerick)	A Ruhr to Belgium A Munich to Kiel A Denmark holds F Kiel to Helg Bight F Holland S A Ruhr to Belg	<u>Black</u> (Hunter)	<u>A Oklahoma holds*</u> NMR A Miss holds A Louisiana holds
<u>Italy</u> (Kerins)	A Greece S TUR A Bulg to Ser <u>F Ionian to Albania</u> A Tyrolia S A Venice to Tri A Venice to Trieste	<u>Green</u> (DeCook)	build A Iowa A Iowa to Nebraska A North Dak S Wyo to Mon A Wyoming to Montana A Michigan holds <u>A South Dakota S Iowa to Neb</u> (no such unit)
		<u>Red</u> (Lowrey)	build A Utah, A Arizona <u>A Idaho to Montana</u> A Utah to Wyoming A Arizona to Utah A Colorado to Oklahoma A Texas S A Col to Oklahoma

Yellow
(Kerins) build A Tennessee
A Tenn to Virginia
A Missouri to Tenn
A Virginia to West Vir
A Florida to Alabama

press:

(Sacred Blue Lake Medicine Lodge) The events of the past year have proven that the Great Spirit is indeed with us.

The paralysis of the Black and Blue armies has shown the justice of our cause, and we fully expect the destruction of the Black army within the next year.

I need a replacement for Blue and a standby (replacement?) for Black in this game. I also need a vote from the remaining four players as to whether or not they would wish to continue the game if replacements are not found. If you vote not to continue, I will enter you in another game of your choice.

Fall 2002 moves due: 6/20/76

1976V COM10

Fall 1901

England
(Mitchell) A Yorkshire holds NMR
F English Channel holds
F North Sea holds

France
(Lebens) F Picardy to Eng Channel
A Paris to Burgundy
A Spain to Marseilles

Germany
(Beyma) F Holland to Belgium
A Munich to Ruhr
A Kiel to Denmark

Italy
(Schultz) A Piedmont holds
A Tuscany to Tunis
F Tyrrhenian C A Tus to Tun

Austria
(Spiegel) A Budapest S RUSS F Rum
A Serbia S F Alb to Greece
F Albania to Greece

Russia
(Watson) A Sevastopol to Armenia
A Ukraine to Sevastopol
F Rumania to Sevastopol
F Gulf of Bothnia to Swe

Turkey
(DeCook) A Bulgaria holds
A Constantinople holds
F Black Sea holds

press:

(In the National assembly, Oct. 8, 1901)

Whereas: The French province of Alsace and Lorainne was torn from the nation of France and put under the barbaric rule of the Germans during the Franco-Prussian War, and

Whereas: The German empire has again tried to steal more of our glorious land for its own diabolical uses, and

Whereas: The Kaiser has refused to answer an ultimatum delivered on the 15 September

Therefore, by an unanimous vote, the Republic of France declares war upon the German empire, and all countries aiding the German kingdom shall be considered an enemy of the republic.

MEANWHILE IN RUMANIA as the condemned man was being led up the gallows' stairs he was heard to moan "But he promised me that he was only bluffing."

(St. Petersburg, Fall 1901) Czarina Clarina sat upon her royal throne looking exceedingly glum. "Oh me, Oh my" she tittered in a state of advanced boredom, "there isn't diddley-shit to do." (Apparently Czarina Clarina found the tasks of government extremely mundane.) She was powdering her royal nose for the fifth time that day when her chief consultant and sometime ping pong teammate, Anita Quickie burst into the throne room.

"Turkeys at sea! Turkeys at sea!" Anita blurted.

"What's that you say? Turkeys at sea?" not quite reconciling the idea of finned birds in her mind, the Czarina contemplated bagging her Thanksgiving bird a bit early.

Anita, catching the Czarina's drift, elaborated. "No, not gobble-gobble; Boom-Boom Warships."

"Oh this will never do," the Czarina sighed, "Alert Armed Forces Commander Popoff of this at once."

"oh yesss Oh yesss your highness" Anita said. She was hoping Popoff would be alone.

Winter 1901 builds due: 6/9/76

Spring 1902 moves due: 6/20/76

Supply Center count on next page.

Supply Center Count:

<u>Eng</u>	3 home	(3) constant
<u>Fra</u>	3 home	(3) constant
<u>Ger</u>	3 home, <u>BEL</u> , <u>DEN</u>	(5) build 2
<u>Ita</u>	3 home, <u>TUN</u>	(4) build 1
<u>Aus</u>	3 home, <u>SER</u> , <u>GRE</u>	(5) build 2
<u>Rus</u>	4 home, <u>RUM</u> , <u>SWE</u>	(6) build 2
<u>Tur</u>	3 home, <u>BUL</u>	(4) build 1

1976?? COM12

Spring 1901

<u>England</u> (Mathias)	F Edinburgh to Norwegian A Liverpool to Edinburgh F London to North Sea
<u>France</u> (Acheson)	A Paris to Burgundy A Marsilles S A Par to Bur F Brest to Mid-Atlantic
<u>Germany</u>	A Munich to Ruhr A Berlin to Kiel F Kiel to Holland
<u>Italy</u> (Grabar)	A Venice to Trieste A Rome to Venice F Naples to Ionian
<u>Austria</u> (Cook)	F Trieste to Albania A Budapest to Serbia <u>A Vienna to Galacia</u>
<u>Russia</u> (Lagimoniere)	A Warsaw to Galacia A Moscow to Ukraina F Sevastopol to Rumania F St. Petersburg to G Both
<u>Turkey</u> (Edmonds)	F Ankara to Black Sea A Constantinople to Bulg A Smyrna to Constantinople

press:

(Sinop) In order to maintain careful neutrality we have ordered American intelligence units to leave immediately. Great rejoicing was reported among the American troops. We sympathize.

(Rome) This is not a stab. I only want an extra unit so I can have fleets to battle in the Mediterranean. Italy survives by having a strong navy. I will return Trieste in the Spring of 1902. Peace. King Grabarri

(Burgundy) In no way is the move to Burgundy an intended threat against the German empire but it is to be considered a declaration of war against the Free State of Belgium.

(Syria,BP) Viva! les Canadiens

Fall 1901 moves due: 6/20/76

COM9 Nuclear Destruction

All player countries start with:

population	= 65 million
cash	= 100 million
missiles	= 20
ABM	= 10
factories	= 9

player countries:

Canada
England
France
Germany
India
Turkey
U.S.A.
U.S.S.R.

All minor countries start with:

population	= 20 million
cash	= 0
missiles	= 5
ABM	= 0
factories	= 1

minor countries:

Belgium
Bhutan
Brazil
Cuba
Denmark
Italy
Japan
Kuwait
Mexico
Oman
Portugal
Spain

Turn 1 moves are due: 6/11/76

GAME OPENINGS

COM13	Diplomacy	5 entered
COM14	Third Reich	3 interested
COM15	Wooden Ships and Iron Men	(tentative)

3R

by Steve Lebans

After playing Diplomacy and Origins, do you feel like you want something more? Does it seem that diplomatic negotiations just aren't enough? Then I suggest that you get right down to an all out war on the board. And the best way of doing this is with Third Reich. Not only does 3R recreate all the battles of WWII, but it involves serious negotiations on order to survive; true you risk extinction in Diplomacy, but in 3R you risk the chance of being totally annihilated if you don't convince your ally of the best strategy for your own benefit.

3R recreates WWII on a complete basis from beginning to end. It starts off with the German invasion of Poland, continues on to the fall of France, covers in detail the North African campaign, and ends (sometimes) with the fall of Berlin and Rome. The reason it makes for good diplomatic play is the fact that the six powers of WWII are represented by six individual players who all have a different idea of how they are going to win. Germany is a great country to play since she is the strongest power during the first half of the game. She can easily conquer Poland in the first half of 1939, and if she plays her cards right, can take France, and even the Soviet Union by 1941. Italy is essentially the weakest of the 6 powers, although she has something going for her, and that is her neutrality at the start of the game, which gives her time to build up her strength and eventually take North Africa. Russia is what I refer to as the spoiler, for the simple reason that she is the greatest threat to Germany. True, she starts off very weak, but grows tremendously in the next year, and by 1942 (if Germany doesn't stop her) begins to dwarf the German armies. France is the worst of all positions to play for she is usually the first power to fall if the German player is at all intelligent. England is the great sea power, and her position shoes it, with more ships than Germany and Italy put together; she has command of the sea but unfortunately lacks land power. The U.S. is the safest and most enjoyable of the six powers to -lay, since she alone stands no risk of being defeated, and also has the greatest

industrial power, which usually proves beneficial to the allies.

A copy of 3R costs a mere \$10.00, and can be picked up at most of your local game stores or hobby shops. I have suggested to Mr. Agosta that Command start a game of Third Reich, but there probably wasn't much response since it was tucked away in his editoria. Now that an article has been devoted to this marvelous game, I'm sure that we can get one started soon.

Editor's note: Third Reich is NOT a game for novices. I do not recommend you purchase this game unless you are a hard-core wargamer. While most of the rules are not difficult to understand, there are quite a few of them, and the game requires a lot of time to play.

Pilgramage by Bill Stone

A recent exploration voyage aboard the mighty VW Bus "Supernova" led this eager reporter across the North American continent to the edge of the vast American prairie; specifically to Lebanon, Indiana, Mecca of the postal Diplomacy culture. Here is the site of the world-famous Archives, headquarters of the Diplomacy World publishing empire, and residence of the Walter Buchanan Family. These three operations are combined in one attractive home set in a rural area just minutes from the vital artery of an Interstate highway. From the exterior the house appears newer, but basically as normal as the other homes in the area. Even the first floor seems innocuous enough--- here efficient Carol Ann, wife of Walter, tends to her dailey routine of raising two young children amid a jungle of superb indoor plants and Oriental ornamentations. It is only upon descending the basement stairs and entering the inner sanctum of Walter's office that the adrenalin surges into veins, mixing with iron poor blood to produce a sensation of the first magnitude: Nirvana.

This is truly the nerve center of the hobby. Filling the cabinets across two entire walls of the comfortable if not resplendent office are the accumulated volumes of practically every issue of every postal Diplomacy magazine ever published, meticulously sorted by

publisher and title. The rarest and most important documents are stored in the vault-like recesses of a fire-proof cabinet, with photo-copies of these treasures bound together in notebooks and filed separately. Among the most valuable are the original issues of the original 'zine, Graustark #1, and early issues of such pioneering publications as Costaguyna, Wild N Wooly, and Brobdingnag. The Archives are constantly growing with the influx of new issues from in excess of one hundred active publishers.

Taking up practically all of Walt's spare time, "a full-time hobby," and as much as 75-80 hours of work by Carol Ann per issue, is the journal of postal play -- Diplomacy World. In this magazine is found the basis of what little unity there is in the hobby -- articles on improving play, hobby-wide news and player ratings, listings of game openings, and new variant descriptions of an exhibition game. Published by Walt under the sponsorship of Games Research, Inc., the sale by GRI of Diplomacy to

Avalon Hill has brought up a number of questions about the future of the magazine. Avalon Hill has expressed its interest in continued publication of DW both as a voice of the hobby and as the basis through which the Archives are maintained by trades with other publishers.

I contacted Walt quite some time in advance about the possibility of a visit and perhaps some live Diplomacy, and was vastly surprised to learn that he rarely plays in-person Diplomacy (finding it far superior as a postal game) but that I had a chance to join a D&D expedition. Walt's newest fascination is Dungeons and Dragons and on Sunday night I ventured into an underground labyrinth with five characters from the Lebanon-Indianapolis area. After a short adventure which saw the entire party annihilated on the first level, this deceased magic-user bid a fond farewell to the holiest shrine of Diplomacy, mumbling to himself about invisible thieves.

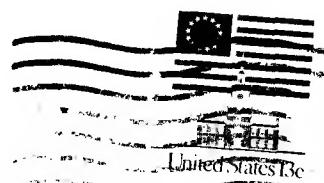
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